



The Backrooms

in: [Levels](#), [Unrestricted Levels](#), [Cluster I](#)

# Level 539: "The Daycare"

Survival Difficulty: Class

Variable

» Dependent on Age

» Secure

» Specific Entities

THIS IS STILL A WIP, BUT IT HAS ENOUGH DETAIL I THINK

**Level 539** is the 540<sup>th</sup> level of the Backrooms.

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stair cases. The existence of this level is understood to be a result of children

accidentally no-clipping into the backrooms, though the distinction between what is considered a child versus an adult is still debated between researchers.

Any child who no-clips into the backrooms will be placed on one of four separate floors of the level, and will remain in this level until they escape, or celebrate their ninth birthday party, at which point they will be forcefully moved to a random 'Habitable' class level.

Each floor of **Level 593** has its own 'theme' and measures just below or above half a mile of walking space.

Any wanderer who stays on this level for an extended period of time will be converted into a 'Caretaker' entity, so it is advised that a wanderer makes every effort to reach the Fourth floor, where the exit can be found.

### > **First Floor** <

The first floor of **Level 539** is commonly known as *The Den*, in part due to its appearance. This is where a wanderer will enter the level, and also has the smallest number of residents, only containing around 50 children, and half as many 'Caretaker' entities.

The walls of this floor (see **Image B**) are made of pieces of stone of varying sizes. These walls are impossibly hard to destroy, and sound proof on top of that (see



Image A - The general appearance of a playroom located on the *Fourth Floor* in **Level 539**



Image B - A photo of a section of wall from the *First Floor*

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gray spots that  
sibly bland.

ours will begin to  
commonly

associated with staying in cold temperatures, despite the temperature itself being only slightly below room temperature, measuring 24 degrees Celsius.

An anthropomorphic entity, known as **Alfie the Alpha Wolf** based on the nametag on its chest, can be commonly seen around the central playroom of this floor. This entity has been estimated to be anywhere from 203 cm to 215 cm in height and resembles a gray wolf. This entity is suspected to be a kind of leader figure for the younger children, and constantly teaches them important lessons about teamwork and the importance of staying together, as reported by children who have 'graduated' from this level.

Similarly to the other 3 specific entities of this level, this entity displays a clear distrust and aggression towards adult wanderers. It is advised that a wanderer complies with the entity's demands to leave the floor immediately.

### > **Second Floor** <

The second floor of **Level 539** is commonly referred to as *The Pond*, in part due to its appearance. The only entrance to this floor is a staircase going up from the First Floor, labelled 'Remember kids, never take the stairs unsupervised.' All other staircases in **Level 539** are labelled identically to this.

The walls of this floor are painted to resemble a pond, with varying designs of frogs, lily pads, and other swamp-like imagery on them. These are where this floor got its name from. The floor is carpeted with a similar color, and has patches of green meant to resemble lily pads.

Any adult wanderer who stays on this floor for longer than 24 hours will begin to experience symptoms of varying water-borne diseases, such as Typhoid fever, despite there being no stagnant water sources observed in the level. These illnesses will remain until the wanderer perishes, or until they exit the floor via one of the two staircases.

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based on the  
l playroom of  
37 cm to 201 cm  
about kindness

Similarly to the other 3 specific entities of this level, this entity displays a clear distrust and aggression towards adult wanderers. it is advised that a wanderer complies with the entity's demands to leave the floor immediately.

### > **Third Floor** <

The third floor of **Level 539** is commonly referred to as *The Nest*, in part due to its appearance. The only entrance to this floor is a staircase going up from the Second Floor, labelled similarly to the first staircase.

The walls of this floor are painted to resemble a dense forest during the *fall* season, with varying designs of deer, fallen branches, leaves and other similar imagery on them. These are where this floor got its name from. The floor is carpeted with brown, and has designs made to resemble leaves, which come in red, yellow and orange colors.

This is the only floor in which a wanderer will not experience any adverse physical reactions upon remaining for 24 hours. Wanderers will instead begin to display paranoia and fear of the dark, and these will last until the wanderer exits the floor via one of the two staircases.

An anthropomorphic entity, known as **Whoodini the Wise Owl** based on the nametag on its chest, can be commonly seen around the central playroom of this floor. This entity has been estimated to be anywhere from 192 cm to 208 cm in height and is a teacher for the children, who teaches them about important backrooms subjects such as entities, levels, and objects.

Similarly to the other 3 specific entities of this level, this entity displays a clear distrust and aggression towards adult wanderers. it is advised that a wanderer complies with the entity's demands to leave the floor immediately.

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g up from the

The walls of this floor are painted to resemble a typical grassy plain, with depictions of fields, sparse trees, rolling hills and other similar imagery. The floor is carpeted green, with darker green lines. The design is suspected to resemble grass.

This is the only floor in which a wanderer will not experience any adverse physical reactions upon remaining for 24 hours. Wanderers will instead begin to display paranoia and fear of the dark, and these will last until the wanderer exits the floor via one of the two staircases.

An anthropomorphic entity, known as **Hopps the Harmonious Hare** based on the nametag on its chest, can be commonly seen around the central playroom of this floor. This entity is the shortest, estimated to be anywhere from 153 cm to 168 cm in height and is a musician who plays music for the children, and tells stories of his adventures through the backrooms, despite never being observed outside of the level.

Similarly to the other 3 specific entities of this level, this entity displays a clear distrust and aggression towards adult wanderers. it is advised that a wanderer complies with the entity's demands to leave the floor immediately.

## Entities

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Aside from the 4 listed specific entities, there are a special class of entities present on the level, known as 'Caretakers'. These entities ignore the existence of adult wanderers, and take care of the children in **Level 593**

No other entities have been observed to exist in **Level 593**

## Entrances and Exits

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### Entrances

There are 2 known entrances to **Level 593**

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typically wind up  
is unknown,  
parts of the

-The only other entrance into this level is to find a hatch on the ground in [Level 0](#)

## Exits

-The simplest exit from this level is a door located on the **Fourth Floor** labelled 'Exit'. This door will take you to a random 'Habitable' class Level, and is the same door through which children are made to leave the level from when they come of age.

-Noclipping through a playroom object can sometimes lead you to [Level Fun](#)

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